

THE Print Shop®

AUTOMATICALLY DESIGNS & PRINTS CARDS, STATIONERY, FLYERS & BANNERS.

Reference Manual

For the Commodore 64

THE PRINT SHOP

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INTRODUCTION

The Print Shop is an easy-to-use program that lets you view, select and assemble the various elements of a personalized, decorative message, and print it on your regular computer paper, all in a matter of minutes. Creative expression and practical computer-generated graphics have never been this easy, foolproof or fun!

The Print Shop gives you everything you need to design and print out your own:

- Greeting Cards
- Invitations and Announcements
- Stationery and Letterhead
- Banners
- Signs
- Screen Images
- ...and more!

Best of all, The Print Shop requires no knowledge of computer graphics or programming. The program does all the work for you! The Print Shop doesn't even require artistic talent. Yet, using The Print Shop's powerful features and ready-to-print library of dozens of delightful elements from which you simply mix, match and choose, you'll feel like an artist with your very first print-out.

IMPORTANT: The Print Shop disk includes two versions of the program. This is because of a wide disparity in the printing resolution among the different printers compatible with the Commodore 64. Each version is designed specifically to accommodate those differences in the printing resolution. **Use Side A of the disk (label side up) if you have a non-Commodore printer connected to your computer via a serial to parallel interface device. Use Side B (label side down) if you have a Commodore VIC-1525 or 801 graphics printer connected directly.** (Refer to the package label for a specific list of printers and interface devices supported.) Because of the lower resolution of the VIC-1525 and 801 printers, users with these printers may notice a slight difference between the examples in this manual and their own print-outs.

USING THIS MANUAL

If you want step-by-step guidance, this manual is your complete reference to The Print Shop's capabilities.

This manual tells you how The Print Shop works regardless of which printer you have. Where there are differences, the manual describes how the program works on Side A and then provides, at the end of each topic, a "Note for Commodore VIC-1525 and 801 printer (Side B) users" to explain how the particular function works with those printers.

The manual begins with "Getting Started" which tells you how to start up the program and set up The Print Shop for your particular printer.

"Using The Print Shop" provides an overview of the basic operation of the program, and tells you how to make menu selections.

Next, the manual guides you through each specific function ("Greeting Card," "Sign," "Letterhead," etc.) and explains how each works and how you can use it. **Because each Print Shop function works very much the same way, we've chosen the "Greeting Card" section to serve as a general tutorial for the rest of the program.** Other sections of the manual refer back to features described in more detail in this "Greeting Card" section.

In addition to the "how to" instructions, the manual includes examples of printed materials created with The Print Shop. These examples just scratch the surface. The uses of The Print Shop are limited only by your imagination. This will become especially apparent when you start using The Print Shop's Graphic Editor to create your own, original graphic designs.

Without any delay, let's get started...

Welcome to The Print Shop!

1. GETTING STARTED

WHAT YOU WILL NEED

- Commodore 64
- Disk drive
- TV or monitor
- Printer and printer interface (refer to The Print Shop package for a list of the printers you may use with the program)
- Pinfeed paper

Optional:

- Joystick or KoalaPad (for use only with the Graphic Editor feature)
- Blank disks for saving graphics you create
- Colored pinfeed paper and envelopes
- Color ribbons

Note for Commodore VIC-1525 and 801 Printer (Side B) users: You do not need a printer interface since your printers plug directly into your computer.

CONNECTING YOUR SYSTEM

If you are using a printer other than the Commodore VIC-1525 or 801, you must connect your printer with an interface card. Read the instructions that come with your interface card before connecting it to your printer.

Note: If you are using a Tymac card, it must have its switches set in "transparent mode." Other interface cards that are not mentioned on The Print Shop box may work if they can be placed in "transparent mode." For more information on interfaces refer to TECHNICAL NOTES, Section 11, page 25 of this manual.

STARTING THE PROGRAM

Insert The Print Shop disk into the disk drive. Hold the disk at its label with the label side facing up. Do not touch the exposed brown surface on the disk. Close the drive door.

In the following order: Turn on your monitor. Turn on your printer. Turn on your disk drive. Then, turn on your computer. A blue BASIC screen will appear. Type in **LOAD "PS", 8**. When READY appears, type **RUN** and press RETURN. At this point, The Print Shop is loading some of the program into the computer's memory. The red disk drive light remains on during this process. Be patient, the loading process could take more than a minute. When the Main Menu appears, The Print Shop is ready to use.

*Note for Commodore VIC-1525 and 801 Printer (Side B) users: Insert your disk with the label side **down**.*

PRINTER SETUP

In order for The Print Shop to work with your particular printer you must provide information about which printer you use. The first time you start up the program you will see The Print Shop's Main Menu. "Setup" will be highlighted. For Side A printers you must perform the simple "Setup" operation before using the program for the first time.

Press RETURN to enter the setup mode. You will be asked "Which printer do you have?" Respond by highlighting the appropriate name and press RETURN. To move the highlighter, use the up and down CRSR key as prompted on the screen.

Note for Commodore VIC-1525 and 801 Printer (Side B) users: Because these printers work in exactly the same way, there is no "SETUP" feature in The Print Shop's Main Menu. Moreover, since your "setup" is automatically correct, there is no need for you to test your printer, so you may skip the TESTING YOUR PRINTER section and proceed directly to USING THE PRINT SHOP on page 7

TESTING YOUR PRINTER

At this point you need to test your printer to confirm that you have entered the correct setup information. Simply make sure your printer is ready and press RETURN. If your printer is set up correctly, it should print out the message "WELCOME TO THE PRINT SHOP." If your printer does not respond, press the back arrow key to move back to the setup question and double check the information you provided.

After you have performed a successful printer test, you should save the setup information to disk by pressing RETURN at the appropriate prompt. After the setup information has been saved, you will find yourself back at the Main Menu, ready to begin exploring the many creative options available with The Print Shop.

At this point, it is a good idea to place a write-protect tab over the notch on your disk.

The Print Shop is remarkably easy to use. It's designed so you can focus your attention on creating and printing, rather than on trying to learn or remember special codes, keys or symbols. The hardest thing about using The Print Shop is deciding what you want to make next!

OVERVIEW



Whatever you decide to print out, your starting point will always be The Print Shop's Main Menu. The Main Menu is where you select the various modes of The Print Shop, each one offering nearly unlimited opportunities for creative, useful production.

The degree of your creative involvement with each piece you produce with The Print Shop is entirely up to you. You can, for example, simply print out a ready-made greeting card personalized only with the name of the person who will be receiving it, or you can print your own creation: a card that has been personalized from front to back with your own graphics and words.

At the heart of The Print Shop are its specialized "modes" and its many design elements: simple to elegant border designs, icons and symbols for any occasion, and decorative typefaces in different sizes and styles that you assemble automatically with a few quick taps of your keyboard. You'll be able to arrange these elements so they communicate exactly the message you want to get across, no matter what the purpose or occasion.

You will stun your friends and associates with what you are able to produce using the Graphic Editor and the Screen Magic mode that lets you superimpose letters on graphics. You will be able to produce in minutes what would take a graphic artist hours to produce.

After first choosing and assembling the various graphic elements of your piece by means of The Print Shop's step-by-step menus, you can turn your attention to writing your message. Using The Print Shop's convenient text-editing and formatting features you'll be able to select, line by line, the size, position, and form (solid, outline or 3-D shading) of your words.

With your card designed and written, all that remains is to print it. The Print Shop's sophisticated capabilities make it easy and automatic.

SELECTING MENU ITEMS

All of the menus in The Print Shop function in the same way. You are presented with a list of options from which you must choose. To select a particular option simply move the highlighter down the menus by using the up and down CRSR key. Move the highlighter up by using the up arrow key. Once your selection is highlighted, press RETURN. At any time you may backtrack to review or change any earlier answers by pressing the back arrow key one or more times.

Note: you can also use a joystick or KoalaPad but only with the Graphic Editor feature. For instructions on their use refer to page 21 in the Graphic Editor section.

3.

GREETING CARD

The Greeting Card mode of The Print Shop allows you to create beautifully designed cards in a few simple steps. Each card you make can be personalized inside and out, and will be printed with only one pass through your printer.

If this is your first time using The Print Shop, following the instructions in this section will allow you to become familiar with most of the creative elements you will be using later in other modes of The Print Shop.

MAKING A GREETING CARD

To make a greeting card, highlight "Greeting Card" on The Print Shop's Main Menu. Then press RETURN. There will be a delay as the Greeting Card mode is loaded into the computer's memory. (If you have not already read "Using The Print Shop", section 2, read it now to learn how to select menu items throughout The Print Shop.)

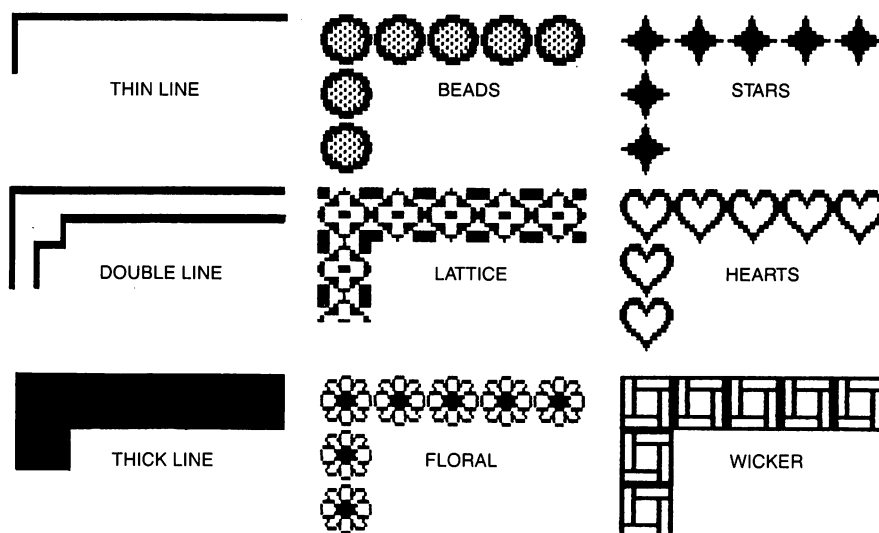
The Greeting Card mode gives you the choice of designing your own original cards or printing a selection of ready-made "canned" cards. If you want to start printing a "canned" card right away, skip ahead to "Ready-Made Cards" at the end of this section. If you want to create your own custom card, however, select "Design Your Own" on the Greeting Card menu and continue following these step by step instructions. It is a good idea to sit at your computer and actually make a card as you read.

DESIGN YOUR OWN

Choosing this option lets you create a one-of-a-kind card for any occasion. The program will walk you through a series of choices. First you will design the "front" of the card, then the "inside" of the card. In many cases the menus actually illustrate the options available to you. It's a good idea to write down on a piece of scratch paper what you want to say on the front and inside of your card before you begin.

CHOOSE A BORDER

Begin by choosing a border for the front of your card. Each of the border designs is illustrated on screen as you run through the menu. After reviewing the possibilities and highlighting your choice, press RETURN. These are the border designs available to you:

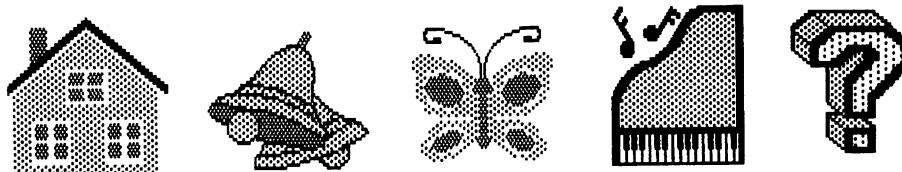


CHOOSE A GRAPHIC

Next, select the graphic you want to use on the front of your card. A "graphic" is a picture or design you can include in your card. You may choose a graphic by name, by number or from another disk if you have created a graphic using the Graphic Editor. Each graphic is represented by its picture, name and number on The Print Shop's reference card. If you do not want a graphic on the front of your card select "No Graphic" and press RETURN.

By Name

Selecting this option lets you review The Print Shop's entire list of names for each graphic and pattern. Move the highlighter up and down to view your list of options. Each time you highlight "See More Choices" at the bottom of the screen, and press RETURN, you will see an entirely new list. The list of names repeats once you have seen them all.



The last list of names represents ten abstract patterns: Pattern A through J. "Patterns" are small graphic designs or segments, that when printed side by side, create interesting mosaic designs. If you select a pattern from The Print Shop's selection, you will jump directly to the next stage of making a card—selecting a typeface or "font" for the front of your card. (See "Choose A Font" below.) If, instead of a pattern, you choose a graphic picture or icon, you will then have to select the size and positioning of your symbols before you continue.

By Number

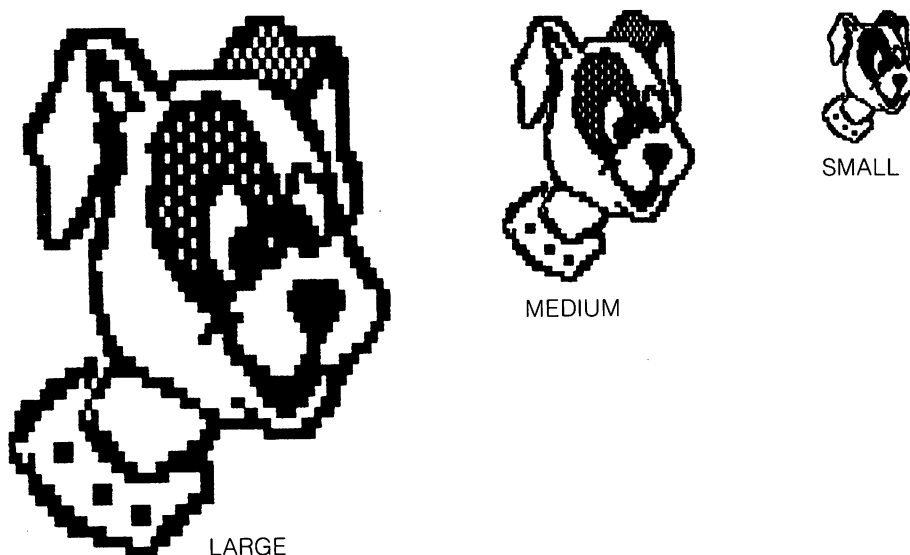
You may find it faster to call up a desired graphic by number, rather than browsing through all the menus to highlight the one that you want. A code number for each graphic is listed on The Print Shop's reference card. Simply enter the code number of the graphic you want to use and press RETURN.

From Other Disk

This option allows you to select a graphic that you have created using The Print Shop's Graphic Editor. For more information on the Graphic Editor refer to section 8, page 21 of this manual.

SELECT GRAPHIC SIZE

Each of the picture graphics is available in three different sizes: small, medium and large. Highlight the size that you would like to work with and press RETURN to continue.



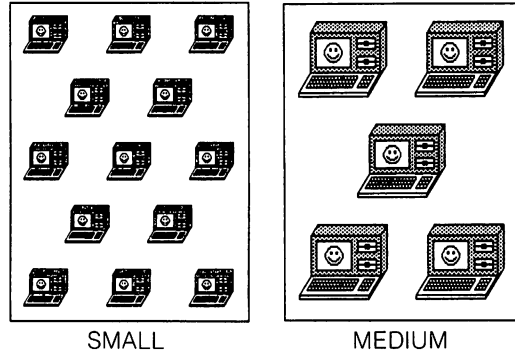
SELECT GRAPHIC LAYOUT

The graphic layout options available to you depend on the graphic size you have selected. "Medium" and "Small" graphics present you with multiple layout options: "Staggered," "Tiled," and "Custom."

Note: The Staggered, Tiled, and Custom Layout options are not available when working with a large sized graphic. With a large graphic you have only one picture to work with. And that single graphic will automatically be centered on the front panel of your card.

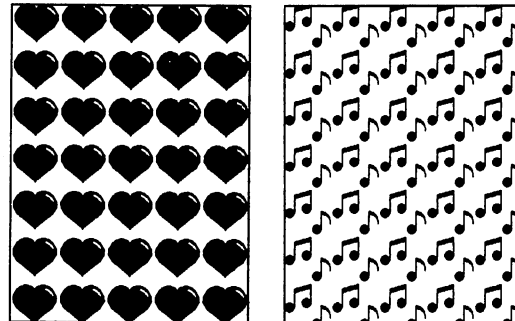
Staggered

The "Staggered" option evenly places 13 small or 5 medium-sized icons on the front panel of your greeting card, according to this standard arrangement:



Tiled

The "Tiled" option places small graphics side by side creating a mosaic appearance similar to the effect you get by using one of the ten graphic patterns described earlier.



Custom Layout

The "Custom Layout" option lets you choose how many small or medium sized graphics will be printed.

Once you select "Custom Layout," you will see on your screen a representation of your card with squares showing the various positions that your graphic symbols may occupy. The positions available differ according to the graphic size with which you are working. Use your left and right CRSR key to move the highlighter to each available position. Then press RETURN to highlight the positions where you want your selected graphic image to appear. Each position may be toggled on or off, as desired, by pressing RETURN. When you have highlighted all of your selections, move the blinking highlighter to DONE and press RETURN.

CHOOSE A FONT

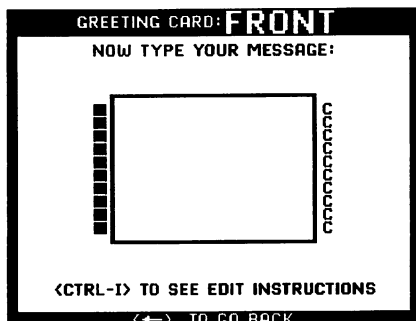
A font is an alphabet of characters in a particular typeface. The Print Shop gives you a choice of eight fonts to use in creating your card. Each one lends a slightly different feeling or mood to your writing. To view each font simply highlight it. Press RETURN after making your selection:

ALEXIA STENCIL PARTY NEWS
BLOCK TYPEWRITER TECH RSVP

The fonts vary in size and are arranged top to bottom on the menu, from largest to smallest. If you have long or numerous words in your message, select a font lower down on the list. You may only use one font per page. However, certain variations are possible. Each font is available in solid, outline and 3-D forms and two sizes. This is explained in the paragraphs below.

TYPE YOUR MESSAGE

After you select your font, the text entry screen will appear:



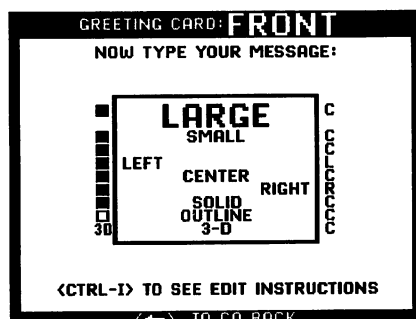
Use your keyboard to type in your message, line by line. Press RETURN at the end of each line. If you make a mistake, you can backspace using the INST/DEL key (or the left and right CRSR key). To back up a line, press the back arrow key once for each line you want to retreat. Press RETURN to go down one line at a time or to skip lines. When you have finished entering your message, press RETURN until the cursor reaches the bottom of the screen.

You may notice that the size of the text window is different, depending on which font you choose. This is because each typeface is a slightly different size. The program accounts for these differences in size and will not allow you to type in more characters than will fit on your card. For example, RSVP is a larger typeface than TYPEWRITER. You will be able to write fewer words using it than you would using TYPEWRITER. Because of this, the RSVP text window is smaller than the one that appears when you select the TYPEWRITER font. If you are unable to fit what you want to say into the text box that appears, choose a smaller font (one further down on the font list) and try entering it again. Remember, you can back up to the font selection screen by pressing the back arrow key a number of times.

EDITING AND FORMATTING COMMANDS

By typing CTRL-I for "instructions," (hold down CTRL and press I), you will be able to view a list of special editing and formatting commands that are available to you line by line in the text editor. These commands let you position each line of text (left, right, or center), choose the form of each line (solid, outline, or 3-D) and select the size of type on each line (large or small).

If these commands are confusing to you, you needn't use them right away. They are just a series of options available when you are ready to use them.



CTRL-E	ERASE	Erases the line
CTRL-S	SIZE	Toggles size small to large. (Pre-set to small)
CTRL-P	POSITION	Toggles line position: Center/flush left/flush right (Pre-set to centered)
CTRL-F	FORM	Toggles form of font: Solid, Outline, 3-D (Pre-set to solid)

The line by line status of these formatting options is indicated on screen. Size is indicated by the actual size of the letters in the text window. Position is indicated by the letter along the right edge of the screen: C for center, L for left, R for right. The form of the font is indicated by the solid, outline or 3-D block along the left edge of the screen.

CENTER TEXT TOP TO BOTTOM

When you have finished entering your message, you can automatically center your words between the top of the screen and the bottom of the screen by highlighting "yes" when the centering question appears.

DESIGNING THE INSIDE OF YOUR CARD

With the above steps completed, you have finished designing the "front" of your greeting card! Now you need to design the inside of your card.

The inside of your card is composed in exactly the same way as the front. The same sequence of choices is repeated. Once again there are prompts to guide you through every step. If you have any questions just refer to the instructions above. When you have finished designing the inside of your card, your card will be ready to print. See "The Print Menu" instructions below.

READY-MADE CARDS

The Print Shop comes with a collection of pre-designed "canned" cards, which are ready-to-print. While they don't allow for the creative satisfaction of designing your own, most of them can be personalized with the name of the person who is to receive them. These ready-made greeting cards include birthday and holiday greetings, as well as invitations and note paper.

If you select this option from the initial Greeting Card menu, you will be asked which canned card to print. Highlight one from the list and press RETURN. You will be asked to type in the name of the person who is to receive the card. Do so, then press RETURN. The card will be ready to print.

THE PRINT MENU

The Print Menu is similar to the print menus used in other modes of the program. You will reach it when you have finished designing both the front and the inside of your card, or have selected one of The Print Shop's "canned" cards.

Give Yourself Credit

When making a greeting card, the Print Menu lets you compose a personalized message or credit, which will be printed in small lettering on the back of the card. Simply type in your message (such as "DESIGNED BY ALISON BAKER"), then press RETURN.

Note: You can type in up to two full lines on the screen. This will be printed as a single line on the back of your card.

*Note for Commodore VIC-1525 and 801 Printer (Side B) users: You can only type **one** line on the screen for your credit message.*

Set Number Of Copies

Next, the Print Menu lets you select the number of copies you want to print. If you simply ignore this question, one copy will be printed. Answer this question only if you want to print more than one copy.

Test Paper Position

For best results, your paper must be positioned correctly in the printer. Margins should be even on all sides. To correctly align the paper vertically, the Print Menu includes a simple paper position test.



Note: Be careful not to turn off your printer when aligning your paper. If you do, your system may "freeze up." If this happens, you should turn off your computer and start over. When turning your system back on, be sure to turn on your printer before the computer is turned on.

To run the test, make sure your printer is "selected" or "on-line," i.e. ready to receive information from your computer. Highlight "Test Paper Position" on the print menu, and press RETURN. The printer should print a fine row of dots across the page. Ideally, these dots will run directly over the horizontal perforations on your pinfeed computer paper. If not, readjust your paper and repeat the test until a new test line does align with the perforations. Note that the paper will automatically advance 1/2" each time this test is repeated. In this way, you may advance the paper very accurately by repeating this test a number of times.

When the paper position test proves that the print head is aligned correctly (along the perforations), you are ready to print your greeting card.

Note for Commodore VIC-1525 and 801 Printer (Side B) users: These printers cannot perform the Paper Position Test. Therefore trial and error is recommended for correctly aligning the paper in the VIC-1525 and 801.

*****PRINT*****

When your paper is accurately aligned in your printer, highlight "Print" and press RETURN.

The word "THINKING" will appear on the screen, as the computer starts assembling the components and "drawing" them in the computer's memory. After a few moments, the word "PRINTING" will appear on the screen, and your creation will begin to be printed on the paper. Don't be alarmed when your first greeting card starts being printed upside down. It will be straightened out when you fold it. (See "Folding Your Greeting Card" below.)

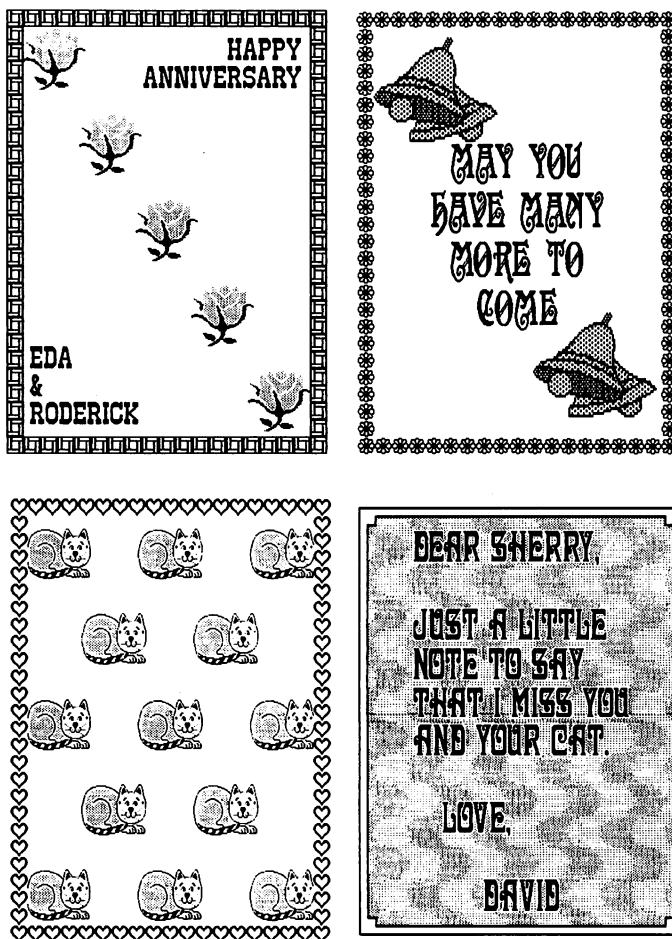
Note: Your printer may pause halfway through each panel to allow time for more "THINKING." Don't worry. This is normal. The Print Shop will resume "PRINTING" in a moment. If your computer or printer has a buffer, the "THINKING" message might be displayed on the screen as your printer is still printing. Also note that you may interrupt printing at any time by holding down the back arrow key until the "PAUSING" message appears. This may take a few seconds. When printing multiple copies, allow the printer to rest periodically to avoid overheating the print head.

FOLDING YOUR GREETING CARD

When the entire greeting card page is printed (half upside down, half right-side up in alternate corners), carefully remove it from the printer and fold it in quarters. **Be careful not to smear the ink as you do this.** Then tear off the perforated edges. Your finished card will have a message on the front, the inside, and an optional credit line on the back!

You may print another copy of the card right away, by selecting "Print" once again, or go back to the Main Menu by selecting "Goodbye: Go to Main Menu."

EXAMPLES:



The Sign mode of The Print Shop lets you produce attractive full-page signs. All the signs you used to make with stencils, presstype or marking pens can now be made in a fraction of the time. Schools will find Print Shop signs an effective way to announce club meetings and activities. If you have a small business and used to pay someone to make professional signs, you are going to need to re-write your budget: The Print Shop will allow you to produce eye-catching signs at almost no cost. The Sign mode can also be used to create report covers, shopping lists, or flyers for your garage sale.

Signs created with The Print Shop can incorporate any of the graphic images supplied with the program, or any original designs you create with The Print Shop's Graphic Editor (see section 8, page 21.)

MAKING A SIGN

The step-by-step instructions for making a sign with The Print Shop are exactly the same as those outlined earlier for making a front or inside panel of a greeting card. A sign is simply a greeting card panel blown up to full page size. In the Sign mode, as in the Greeting Card mode, all the instructions and choices appear on the screen. If you get stuck, simply refer to Section 3, beginning on page 8, of this manual and follow the instructions supplied there.

EXAMPLES:

The Letterhead mode of The Print Shop lets you produce custom designed letterhead and stationery for business use and personal correspondence. The letterhead or stationery you create with The Print Shop will look neat and professional, with a line of large, decorative type at the top for your personal or company name, followed by up to three lines of easy-to-read smaller type for your address or slogan. The same options—one decorative line and three smaller address lines—are available for the bottom. In addition, your letterhead can include a picture or logo from The Print Shop's wide selection of graphics or an original logo that you create using the Graphic Editor. (See section 8, page 21.)

MAKING A LETTERHEAD

Begin by highlighting "Letterhead" on The Print Shop's Main Menu. Then press RETURN. First you will design the top of your letterhead, then the bottom. The process is the same for both.

Choose a Graphic (Top)

If you want to print a logo or picture on the top of your page, start by selecting a graphic—by name, by number, or from another disk. This selection process works just like the one described in section 3 for selecting a graphic for use in a greeting card. If you do not want a graphic on the top of the page, highlight "No Graphic" and press RETURN.

Select Graphic Position

If you have selected a graphic for the top line, you may position the graphic in a number of ways. The options are shown on the screen as you move the highlighter up and down the menu. Highlight the positioning you prefer and press RETURN.

Choose Font For Name Line

Choose the typeface for your one line of decorative type. This is done the same way that you choose a font for a greeting card, the only difference being that you have only one choice of size. If you do not want any words at the top of your letterhead, highlight "No Font." After you have made your selection, press RETURN.

Name And Address Lines (Top)

If you selected a font for the top, you will now be given the opportunity to type in the words you would like to see printed. Type in the name or words to be featured in decorative type and then press RETURN. As in typing the message on your greeting card, the rectangle on the screen will accommodate only the number of characters that will fit on your paper.

The top, decorative name line can be printed in a solid, outline, or 3-D form (use CTRL-F to select), and can be positioned to the left, center or right side of the page (use CTRL-P). If you have just selected a graphic to be placed in the left corner, and you position your name line to the left, it will be printed alongside the graphic. (See Examples). The three address lines below will be printed in a standard typeface and can also be positioned where you want them, by using the CTRL-P command.

Note that in many cases, an entire address will fit on one address line. Each address line wraps around the screen to two lines, but is printed on paper as one continuous line. To skip over address lines, press RETURN.

An extra touch you may want to add to your letterhead is a horizontal line separating your name and address from the rest of the page. After typing the last line of your address, you will be asked if you want to add this line. Highlight your choice and press RETURN to continue.

Choose a Graphic (Bottom)

Selecting a graphic for the bottom of your sheet is exactly the same process as for the top. If you have already placed graphics on the top and don't want any on the bottom of the page, highlight "no graphic." Then press RETURN. You may choose different graphics for both top and bottom.

Select Graphic Position

You have the same choices that were available for the top of the page. Again, the menu illustrates these for you. Make your selection and press RETURN.

Choose a Font (Bottom)

Choose a font for the name line, if desired, the same way you choose a font for the top.

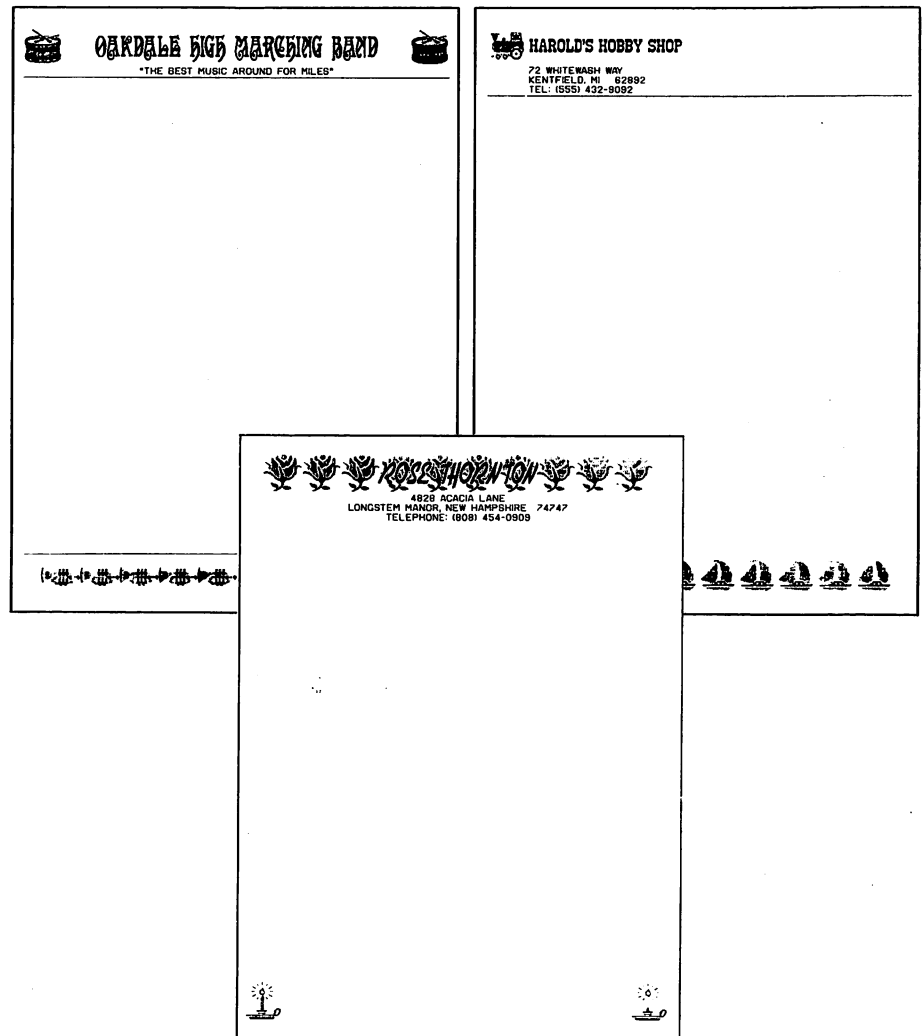
Name And Address Lines (Bottom)

Again, you have the same options that you had for the top of the letterhead—one decorative name line and three address lines. You may use these address lines for anything, or skip over them if you want.

Printing Your Letterhead

When you have finished designing both the top and bottom of your letterhead, use the letterhead Print Menu to print your creation. Be sure to test paper position first (see section 3). An idea: You might want to print multiple copies of a letterhead you like. That way you can create a batch of continuous letterhead for use later with your word processor.

EXAMPLES:



The Banner mode of The Print Shop lets you print out letters and graphics horizontally to create banners of unlimited length. The large format letters and graphics are sure to get your message across, no matter what the occasion. Banners made with The Print Shop are perfect for celebrating birthdays, bidding "Bon Voyage," or welcoming friends or relatives in a way they'll never forget. Banners may be used to advertise a benefit car wash or bake sale, or to cheer on the team at the Friday night game. Banners can also be an effective sales tool, to advertise seasonal sales or weekly specials.

MAKING A BANNER

Begin by highlighting "Banner" on The Print Shop's Main Menu. Then press RETURN.

Choose A Font

Select a typeface in the customary way by highlighting your choice and pressing RETURN. You can use any of The Print Shop's eight fonts for your banner.

Choose Form Of Font

The large letters for your banner are available in solid or outline styles. Highlight your choice and press RETURN.

Type Your Message

Now type in the words that you want to appear on your banner. Although you will be typing up to two lines on your screen, your letters will appear in a single line on your banner. If your message is too long to fit in the text entry rectangle, just type in the words that do fit. Then, after printing your banner, create a "second" banner that includes the additional words, and print out the second banner where you left off with the first. Two (or more) sections can be chained together in this way. You may use this "chaining" technique to create shorter banners that have mixed fonts, as well.

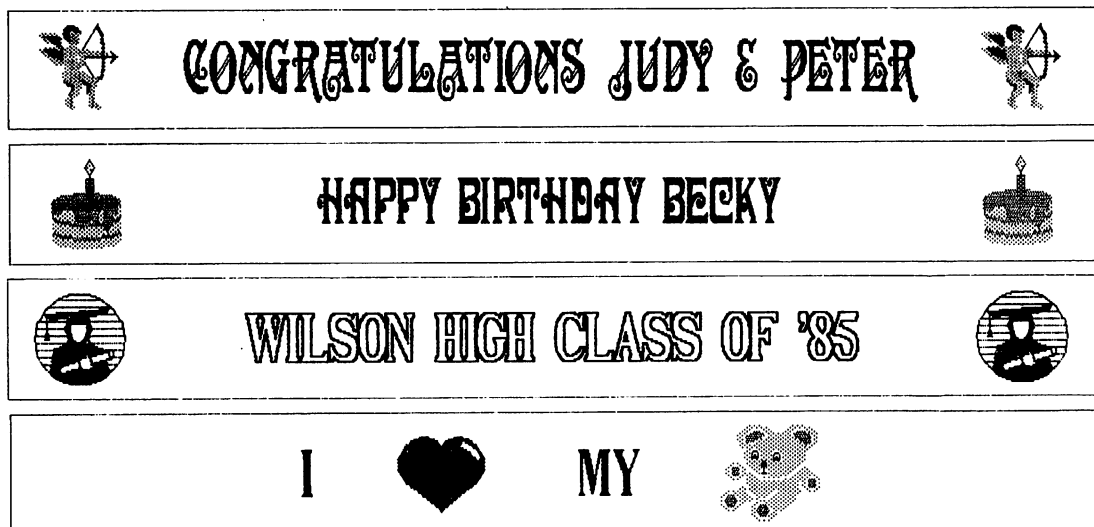
Choose A Graphic

Choosing a jumbo graphic for your banner is done exactly as it is in the Greeting Card mode. (See section 3.) Make your choice (by name, by number, or from another disk) and press RETURN.

Choose A Graphic Position

Your graphic can be printed before, after, or both before and after your message. Highlight your choice and move on to the Print Menu by pressing RETURN.

If you want to combine several different graphics in one banner, use the chaining technique described above in "Type Your Message."

EXAMPLES:



The Screen Magic mode is a powerful screen printing program—and more! As a screen printing utility, Screen Magic lets you print out The Print Shop's dazzling Kaleidoscope graphics.

This screen printing capability alone justifies the name Screen Magic. But it's only the beginning. You can have a lot of fun and can print out many interesting pieces using Screen Magic even if you've never heard of "bit map" or "screen dumps," and even if you don't know a "graphics program" from an "intelligent interface card."

That's because Screen Magic has a collection of kaleidoscopic images already built-in and ready-to-print! These dazzling kaleidoscopes will turn your computer into the center of attention at parties. And you can freeze the kaleidoscopic images in motion and print them out automatically—with or without decorative lettering superimposed.

Note: Screen Magic is really a separate program from the rest of The Print Shop. The original Print Shop graphics, or new graphics created with the Graphic Editor, cannot be saved here. This is because the graphics are printed in much finer resolution in the other Print Shop modes. Likewise, Screen Magic images cannot be used with the other Print Shop features.

USING SCREEN MAGIC

Highlight Screen Magic on the Main Menu and press RETURN. Screen Magic will load into memory, and the Screen Magic menu will appear.

The Screen Magic menu includes five choices: "See Kaleidoscopes," "Draw Text on Screen," "Get Screen," "Save Screen" and "Print Screen."

KALEIDOSCOPIES

The "See Kaleidoscopes" option lets you view twelve different kaleidoscopes, and freeze them in motion. You can then print them out, with or without decorative text superimposed.

Kaleidoscope 1

Kaleidoscope 1 is actually a series of eleven pulsating patterns which can be viewed, frozen, and printed in the ways described above. While Kaleidoscope 1 is running, press RETURN to move to another of the eleven ever-changing patterns. Press the left arrow key to freeze the screen at any time. The "frozen" screen image will be saved temporarily in the computer's memory for use with the other Screen Magic menu items, and you will go back to the Screen Magic menu.

Kaleidoscope 2

Kaleidoscope 2 is a continually changing series of geometric shapes which, like the patterns in Kaleidoscope 1, can be viewed, or frozen for use in various ways. Unlike Kaleidoscope 1, Kaleidoscope 2 has only one starting point, and pressing RETURN has no effect on color or form.

Note: Only one screen image can be held in memory at a time.

The program will remember only the most recent image you've selected, whether from Kaleidoscope 1 or Kaleidoscope 2.

DRAW TEXT ON SCREEN

This choice lets you type in a message to be superimposed over the Screen Magic image in memory, or over a blank screen. If you choose "Blanked Screen," any image in memory will be erased. Highlight your choice and press RETURN.

CHOOSE A FONT

You can select any of The Print Shop's eight decorative fonts. Choose the font that you'd like to use by highlighting it. Then press RETURN.

TYPE YOUR MESSAGE

After you select your font, a text entry box will appear on the screen. The number of lines and the number of characters each line will hold varies depending on the font you have chosen. This is because the different fonts vary in size. Press CTRL-I (for "instructions") to review a list of editing features available to you at this time. These have already been described in section 3 of this manual, the only difference being that the 3-D form is not available in this mode.

CENTER TEXT TOP TO BOTTOM?

After entering your text, press RETURN enough times to advance to the bottom. You will then be asked if you want to center your text top to bottom. This question is omitted if both top and bottom lines are used. Move the highlighter and press RETURN, as desired.

VIEWING YOUR TEXT ON THE SCREEN

After completing the preceding steps, your text will be drawn in screen memory—and on the screen! This takes a few moments, and it is very interesting to watch. It is similar to the "THINKING" process that occurs invisibly before printing in other modes, only this time it is on the screen for you to observe and enjoy. When the text is fully drawn on the screen, press RETURN to continue. Your Screen Magic screen is ready to print. Use the "Print Screen" function described below.

GET SCREEN

This option lets you load into memory a screen image created with Screen Magic. Once loaded into your computer's memory it can be printed out, with or without text superimposed, as described above.

To "get" a screen from another disk, place the data disk that contains the screen image in the disk drive. Then carefully type in the name of the image. For a list of the names of all of the retrievable graphic pictures on a disk, press RETURN. A list of file names will appear.

Note: It is not possible to "get" screens created with other programs to use with Screen Magic. This is because the data structures of the graphics programs available for the Commodore vary greatly.

SAVE SCREEN

This option allows you to save to disk a screen that is currently in your computer's memory. This image can be a "frozen" kaleidoscope, a graphics and fancy font combination, or a fancy font on a blank background.

To use it, highlight "Save Screen" and press RETURN. You will be able to view the screen currently in your computer's memory. Press RETURN again, and you will be asked to place a formatted data disk in the disk drive. Type in a name following the RULES FOR NAMING FILES described in Technical Notes, Section 11, on page 25 of this manual. Then press RETURN to save your screen to disk.

Format Data Disk

If you do not have a formatted disk handy, you will be asked if you want to format one. If you do, insert a blank disk and follow the prompts.

PRINT SCREEN

Select this option to print out any image held in your computer's Screen Magic memory. After highlighting "Print Screen" on the menu, press RETURN. The image currently in memory will appear on the screen. Press RETURN to continue.

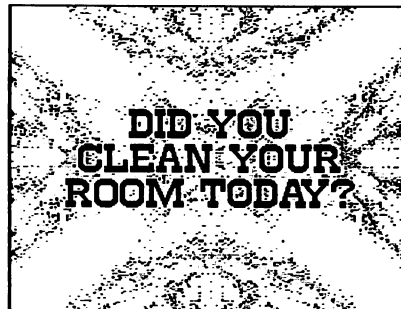
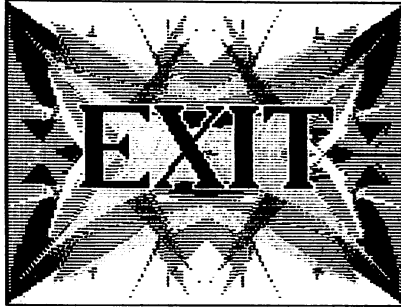
Print Image

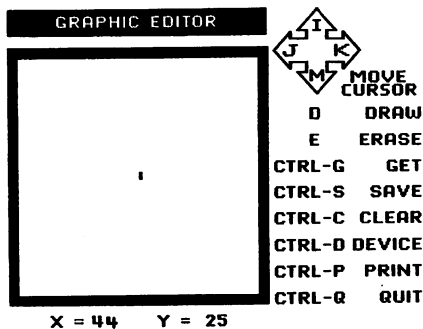
Screen Magic gives you a choice of printing in "normal" or "reverse" contrast. Normal printing means that all of the lit dots on your monitor will be printed. Reverse printing means that all the black areas of your screen will be printed. Highlight your choice and press RETURN.

Draw Frame Around Screen

You may print a black, rectangular frame around your graphics by choosing this option. Unlike the "borders" available in other Print Shop modes, there is only one frame style in Screen Magic: a single black line. Highlight "Yes" or "No" and press RETURN. You are now ready to print!

EXAMPLES:





USING THE GRAPHIC EDITOR

DRAWING A GRAPHIC

Using Keyboard

Move the cursor by pressing the left and right CRSR and up arrow keys (or the I, J, K and M keys). Press D (for "draw") when you want to draw a dot. Press E (for "erase") when you want to erase one. Then move the cursor to the next screen position and repeat the process.

Using Joystick

Your joystick must be connected to Control Port #2. Move the cursor around the screen by pushing the joystick lever up and down, left or right, or diagonally. To draw, move the cursor to where you want to begin drawing and press the D key to set the drawing mode. Then press the joystick button to draw a dot. To erase, press the E key to set the erase mode. Use the joystick button and lever in the same manner you used them to draw. You may draw and/or erase in a continuous line by holding down the button while moving the joystick lever.

Using KoalaPad

Your KoalaPad must be connected to Control Port #2. Move the stylus that came with your KoalaPad across the pad, pressing firmly, to move the cursor. To draw a dot at the present cursor position, press the left button. To erase a dot, position the cursor where desired and press the right button. To draw and erase continuously, hold down the "draw" or "erase" button while moving the stylus.

If the program was started up before attaching the KoalaPad to the external joystick port of your computer, or if the KoalaPad is not functioning properly, press CTRL-D (for "device") to reactivate KoalaPad control.

GRAPHIC EDITOR COMMANDS

The other Graphic Editor commands listed on the right side of the screen work in the following ways:

CTRL-G GET

This lets you bring into the editing box a graphic from the original Print Shop disk or from a separate data disk on which you have saved Print Shop graphics.

Note: Only graphics created with The Print Shop's Graphic Editor can be retrieved. You may not use other graphics programs or Screen Magic for this purpose.

CTRL-S SAVE

This lets you save your graphic creations onto standard, formatted disks. You will be asked to name each graphic you create. You **must** follow the RULES FOR NAMING FILES (Technical Notes, Section 11, page 25) when you type in the name you desire. Be sure to use a different name for each graphic. If you do not have a formatted disk handy, you will be asked if you want to format one.

Note: Before you can use an original or modified graphic in other Print Shop modes, you must first save it to disk.

CTRL-C CLEAR

This clears the editor screen, erasing all dots in the editor. You will be asked to press RETURN to confirm that you really want to do this.

CTRL-D DEVICE

This lets the program recognize a joystick or KoalaPad plugged into an exterior port after the program was started.

CTRL-P PRINT

Press CTRL-P to print the graphic currently in the editing box. This allows you to examine how it actually looks on the page. CTRL-P offers immediate feedback.

CTRL-Q QUIT

Press CTRL-Q when you want to exit the Graphic Editor. Before quitting, make sure you have saved to disk any graphics that you want to preserve. Of course, there is no need to save The Print Shop's original graphics; they are permanently saved on the program disk.

MODIFYING AN EXISTING GRAPHIC

If you want to modify one of the original Print Shop graphics, bring it into the editing box by pressing CTRL-G (for "get"). You can select a graphic by name, by number, or from another disk. Try "getting" various graphics and modifying them slightly. Put eyes in the skull. Add more candles to the birthday cake. The Graphic Editor lets you have fun and be creative without starting from scratch.

SUGGESTED DRAWING TECHNIQUES

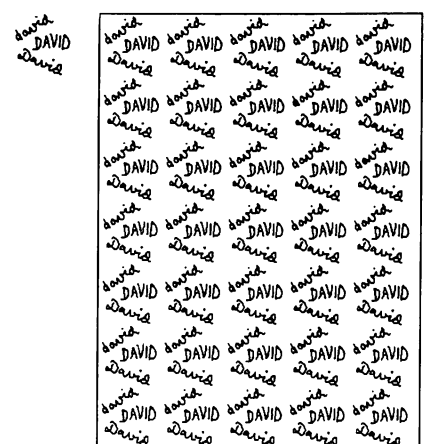
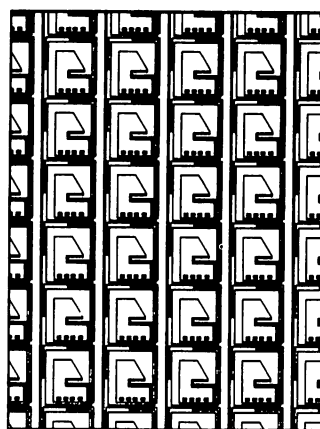
It is useful to study the existing graphics in order to learn about successful drawing techniques. You can learn a great deal about what styles and techniques produce good results by looking at the examples provided. When creating your own original designs using The Print Shop, consider these pointers:

If you are going to be mixing graphics and lettering, don't include large areas of solid black in your graphics. Use checkerboard patterns in varying densities to achieve the shadings you desire.

When creating a graphic, try to fill the graphic box as fully as possible. This produces larger graphics and more satisfying "tile" effects.

Try creating freeform, abstract drawings and then printing them as tiled backgrounds. Draw them so that the lines exiting one side match up exactly with the lines exiting the other side. This produces interesting, interconnecting patterns.

EXAMPLES:



The Print Shop can be used in many creative ways. You will no doubt think up some creative new uses of your own, but here are just a few ideas to start you thinking about the open-ended possibilities.

**MULTI-COLORED
CARDS OR SIGNS**

It's easy to make multi-colored cards or signs with The Print Shop. All you need are colored ribbons for your printer. You can print entire pieces in a single color or use a separate color for borders, graphics, and type.

To make a multi-colored print, begin by printing a card or sign with only a border. Do not choose a graphic or a font. Print out your card or sign as you normally would, making certain that your paper is correctly positioned in your printer before printing your border. Then, change the ribbon in your printer to a different color. You may either back up your paper to the same starting point again, or tear off your sheet, then attach a blank sheet to use as a leader, and run your paper through again. This time choose a graphic or font and print it out using the new ribbon. Make certain that your paper is in exactly the same starting position before activating your printer. See "Printer Tips" (Section 10) for comments on changing ribbons.

TWO-COLOR BANNERS

You can create two-color banners by printing your letters in outline form the first time through your printer and in solid format the second time through. After printing your banner with the first color, change your printer's ribbon, and feed your paper back through your printer, or use a leader created by taping a blank sheet to your banner, if necessary. If you align your paper carefully, your second color should fit perfectly within the outline of your first color.

**COLORING WITH
CRAYONS OR PENS**

Certain graphics, such as the rose, Christmas tree and many others, lend themselves especially well to further creative enhancement with crayons or felt tip pens. Brighten up your black and white printouts by hand. Create your own coloring books with giant graphics printed out in the Banner mode!

NOTE PAD SIZE STATIONERY

After you have designed and printed letterhead or stationery, you can have it reduced at a photo-copy store to produce note-pad sized sheets.

NAME TAGS OR EMBLEMS

Fonts and graphics can be printed and cut-up to produce name tags, emblems and much more.

HOUSE NUMBER SIGNS

Using the Banner mode of The Print Shop, you can print large, readable numbers for placement in a window or on your porch to help visitors and guests find your house easily.

COLORED LETTERHEAD

Try printing your letterhead using a color ribbon. This creates a pleasing effect when mixed with the black text of a letter.

DO'S AND DON'TS

When using The Print Shop it is helpful to observe the following tips:

Note: Be sure the printer is plugged in and turned on before you turn on your computer. Do not turn the printer or disk drive off while you are using The Print Shop.

Paper Insertion

Check your printer manual for instructions for inserting paper correctly in your particular printer.

Adjusting Paper

If cards or signs are not centered horizontally on the paper, adjust the horizontal position of the paper in the printer. It may take a bit of trial and error to get it just right.

Use the Paper Position Test (see section 3) each time you print. (Not necessary when printing banners.)

Note for Commodore VIC-1525 and 801 Printer (Side B) users: There isn't a paper positioning test for these printers. See Section 3, "Test Paper Position", page 12.

Before Printing—Checklist

Before printing, make sure:

- 1) the system is properly set up
- 2) the printer cable is connected
- 3) the printer power switch is on
- 4) the printer is on-line ("selected")
- 5) friction feed is off, tractor on
- 6) paper is properly positioned

Note for Commodore VIC-1525 and 801 Printer (Side B) users: Skip steps 4 and 5 on your printing checklist.

Printer Heat

Be aware that voluminous printing can cause your printer's printhead to get hot. It is a good idea, when doing a lot of printing, to periodically give your printer a rest of a minute or two to cool down. This is especially important when printing extra long banners. If using a printer buffer, there are fewer pauses during printing, which might also cause heat build up.

Multiple Copies

If you are making large quantities of invitations, greeting cards, or fliers, you may want to make your original with The Print Shop and then have it copied at a local copy store.

System Setup

After you run setup and are sure your system is running properly, place a write-protect tab over the notch on your Print Shop disk.

Printer Noise

When printing directly over paper perforations, a VIC-1525 may make an especially loud noise; this is just the sound of the print heads hitting the perforations.

DIP Switches

If your printer is misbehaving or The Print Shop doesn't work properly even with a printer and interface card listed on the Setup Menu, the DIP switches in your printer or interface card may have been changed from their factory settings. Refer to your printer manual or manufacturer for instructions and settings.

Note for Commodore VIC-1525 and 801 Printer (Side B) users: the T / 5 / 4 switch in the back must be set to "4".

WHAT TO DO WHEN...**Printer Doesn't Do Anything**

Make sure the printer is turned on, on-line, and connected properly to the computer. Check that the printer's removeable top, if any, is firmly in place. Check your printer or interface manual to make sure the devices are installed correctly. If the printer still doesn't work, go back to the Print Menu and check "Setup" entries.

Printer Acts Weirdly

Go back to the Main Menu and check "Setup." If the printer is still printing, turn it off and back on again. If your printer's DIP switches have been changed from the factory settings, reset them according to your printer manual's specifications. Each time you reset them, be sure to turn your printer and computer off, and then on (printer first).

If your printer skips lines while printing your graphics, turn off the "automatic linefeed switch" on your printer, turn your printer and computer off and on, and try printing again.

ABOUT PRINT QUALITY

Printers

Because each printer is a unique case, with its own graphics commands and print resolution, The Print Shop may only be used with printers listed on the printer label on the back of The Print Shop box.

The Print Shop is designed to perform best using dot matrix printers with a graphics resolution of 120 by 72 dots per inch, such as Epson and Star Gemini. It also works well with printers having a graphics resolution of 160 by 72 dots per inch. This includes the C. Itoh Prowriter and the NEC 8023A.

The Okidata 92 and 93, with their unique graphics resolution, produce output of lesser, though in most cases acceptable, quality when used with The Print Shop. Unacceptable results will occur when using the smallest fonts in certain situations. The credit line on the back of a greeting card, for example, will be illegible.

Ribbons

Be sure to have a fresh ribbon in your printer. Exhausted ribbons may produce output of poor quality. When print quality suffers, replace your ribbon.

Printing On Colored Paper

When using costlier colored fanfold paper, you may reduce waste by attaching a lead sheet of standard white fanfold paper with removeable tape. Just remove the white lead sheet when printing is complete.

11.

TECHNICAL NOTES

INTERFACES

Parallel printer interfaces other than those listed on the back of The Print Shop box will work if one of the following conditions is met:

- 1) If "transparent mode" with AUTO-LF off is selected in software by opening the data channel with a secondary address of 5 (five), overriding DIP switches set otherwise.
- 2) If "transparent mode" is selected by DIP switches in such a way that they cannot be overridden by software.

SCREEN MAGIC

In Screen Magic, the Kaleidoscopes and text are displayed in regular bit map mode, not multi-color bit map mode. When saving a screen on a data disk, only the bit map is saved. Color information is not saved. The file saved is the 8K section of memory starting at 4000 HEX. Each screen image file takes up 32 sectors of disk space.

RULES FOR NAMING FILES

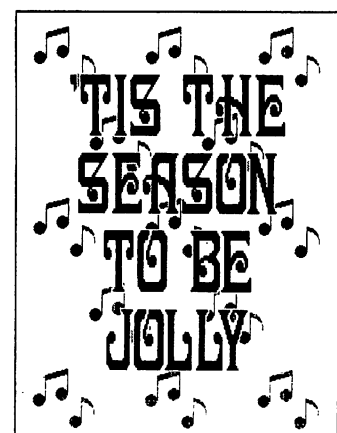
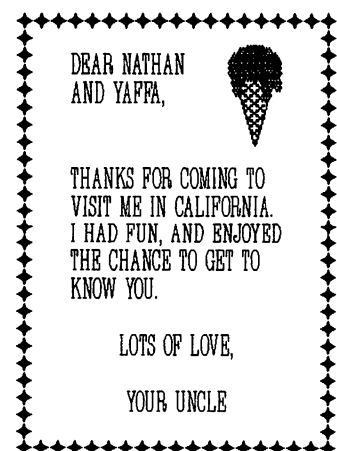
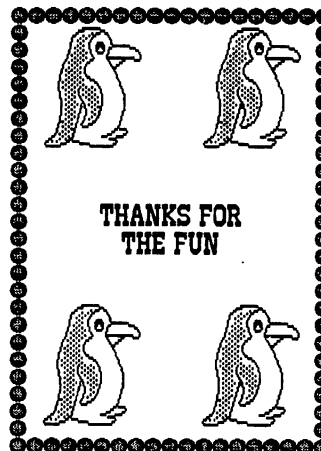
When saving a screen image or a graphic made with the Graphic Editor, a filename must be given which conforms to the following rules:

1. The first character must be alphabetic (A-Z).
2. Filenames may not contain double quotes or commas.
3. Do not use more than 15 characters.

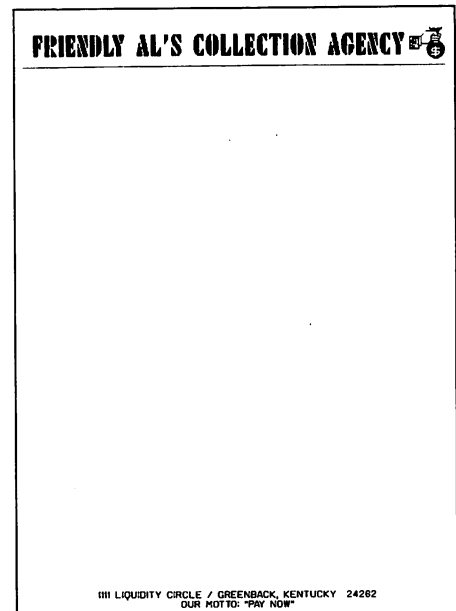
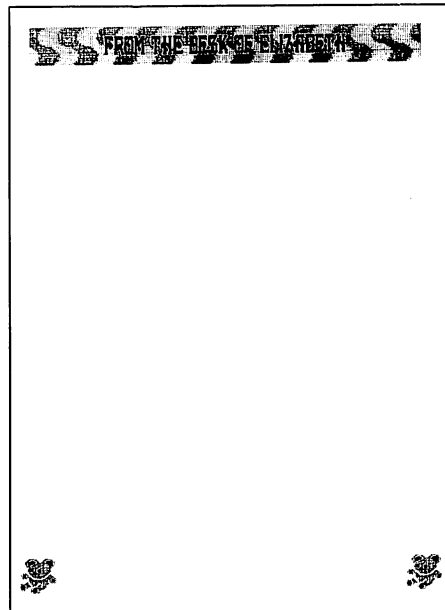
SIGN



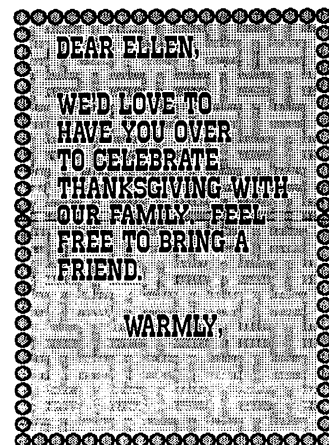
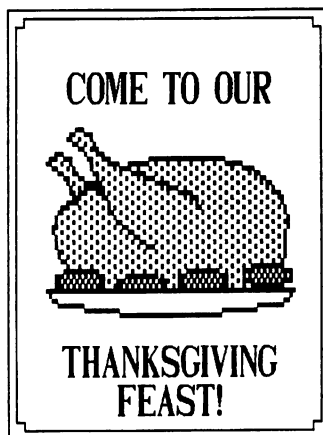
GREETING CARD



LETTERHEAD



GREETING CARD



LIMITED WARRANTY INFORMATION

Brøderbund's Limited Ninety-Day Warranty

Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of Print Shop – Commodore that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department, 800/527-6263 (outside U.S. call 415/492-3500) between the hours of 8 a.m. and 5 p.m. (Pacific time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize refund of your purchase price).

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

Disk Replacement Policy

If any disk supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse by the customer, please return the defective disk together with a dated proof of purchase to Brøderbund Software-Direct, 17 Paul Drive, San Rafael, CA 94903-2101, for a free replacement. This policy applies to the original purchaser only.

Brøderbund will replace program disks damaged for any reason, whether during or after the ninety (90) day free replacement period, for \$5 per disk plus a postage and handling charge of \$2.50 per request, as long as the program is still being manufactured by Brøderbund.

Limitations on Warranty

Unauthorized representations: Brøderbund warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether made by a Brøderbund dealer, distributor, agent or employee, shall be binding upon Brøderbund or shall change the terms of this warranty.

IMPLIED WARRANTIES LIMITED: EXCEPT AS STATED ABOVE, BRØDERBUND MAKES NO OTHER WARRANTY, EXPRESS OR IMPLIED, REGARDING THIS PRODUCT. BRØDERBUND DISCLAIMS ANY WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY SHALL BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY AND IS OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

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For technical support, on this or any other Brøderbund product call (800) 527-6263. Outside the United States, call (415) 492-3500.

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17 Paul Drive, San Rafael, California 94903-2101

BACKUP INFORMATION

The Print Shop
Proof of Purchase
Commodore

This program is copy protected. If you would like a backup disk, you may order one using the coupon below. You may do this at any time, as long as the product is still being manufactured by Brøderbund.

Limit: one per customer.

Please mail the original coupon, not a copy, along with a check or money order for \$10.00 (in U.S. funds), or complete credit card information to:

Brøderbund Software Direct
P.O. Box 12947
San Rafael, CA 94913-2947

Please make your check or money order payable to Brøderbund Software.

Backup Disk Coupon

(Please print)

Name: _____

Address: _____

City, State, Zip: _____

Daytime phone: _____

(In case we have a question about your order)

Product Name: **The Print Shop – Commodore**

Payment method:

☐ Check/money order

☐ VISA

☐ MasterCard

☐ American Express

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Credit Card Number

--	--	--	--

Expires

Signature (required for credit card orders)

(Clip this coupon along the dotted line and send along with your payment. Please allow four weeks for delivery.)

NOTES

NOTES

